



BORIS THE SPIDER

A Journal of Duplicious Doings,
Raw Power, and Naked Greed
*"Oh, what a tangled web we weave
When first we practice to deceive!"*
--Sir Walter Scott--



VOLUME VIII, #4

(#224)

8 Apr 04

ANDERSON WINS "Boris XVI"!

Congratulations go to Dave Anderson for his second DIP win here in BORIS as the other players threw in the towel one game year before the inevitable and a step ahead of extinction in Russia's case. Ron Fisher had his best non-draw finish ever. Better luck in XVII and XVIII!

To replace "Boris XVI" we'll first try "Boris XVIII"; signed up are Nichols, Curtis and Sumrell. Need 4 or so more. Send country preference list with your application. Should that fail, COLONIAL DIPLOMACY would need three more (again include country preferences and votes on the optional rules), KREMLIN one more. Maps for "Boris XVIII" and COL DIP are on the website (Reference 1).

The hard drive with my mailing label file refused to talk to my Igs last month, hence the new look to the labels. Unfortunately, it also has my best subscription expiration record on it too. Methinks I've reconstructed most of it, but...

IMMEDIATE GAME OPENINGS:

DUNE: The BGs are available. Their prediction will stand.

Gunboat MACH: Have three signed up.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Fire is the test of gold; adversity of strong men." --LUCIUS Annaeus Seneca

PSYCHOCON will be held 8-10 Oct in Scarborough, North Yorkshire, UK. See Reference 2.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) this month goes to Rick Copeland for his press in "Boris XVII".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Tony Rezzarday for late orders and delay of Battle.

REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/borishome.htm>
2. <http://www.psycholine.co.uk/psychocon>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 7 MAY 04



GERMANY WINS!!

WINTER 1909/10

XVI

2002C

MIRKWOOD: With the Italian and Russian governments in exile eager for the war to end while they still exist, the Austrian government has seen the inevitability of their cousin government's victory and has sued for peace. Our agents have determined what would've occurred this Spring had not the hostilities been cut off. Indeed, the end would've come in 1910, despite our initial projections that the human conflict we so expertly fomented would continue for decades. The Chief Bug will not be pleased.

TROOP MOVEMENTS:

Russia retreats A NWY oth. Austria builds A BUD. Germany builds A BER. Italy tears A ADR.

VOTING: The concession to Germany succeeds.

Our agents tell us Spring 1910 would've proceeded as follows:

AUSTRIA (R Fisher): A Sev H, F Nap-Tyn, [A NAF-Tun]d, F Ion S F Tri-Adr, A Gal-Boh, A Rum-Gal, A Rom S A Apu-Ven, A Apu-Ven, A Alb S A Bud-Tri, A Vie S A Gal-Boh, F Tri-Adr, A Bud-Tri;

GERMANY (Anderson): A Mos S A War-Ukr, A Bur-Mun, F Eng-Lon, A Nwy-Swe, A Gaa-Spa, F Nwg-Nwy, A Mar S A Gaa-Spa, A Pie S A Mun-Tri, A Lvn-War, F Bot S A Nwy-Swe, A StP S A Mos, A War-Ukr, A Mun-Tri, [F Nth-Den], A Ber-Sti;

ITALY (Wilson): F Wea S A Tun-NAF, A Tun-NAF, F Tyn-Tun, [A Spa H]r-otb, Por;

RUSSIA (Fowble): [F Swe-Den]r-otb, Bal, Fin, Ska).

And the German victory all but assured.

Orders in brackets fail; CD = Civil Disorder, d = disbanded, NMR = no move received, NRR = no retreat received, nsu = no such unit, NVR = no vote received, oth = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered. See map and full transcript of game on the Website.

Due next time: End game statements..





MINAS MORGUL: A modicum of cooperation between Austria, Germany, and Turkey could see Russia lose three centers in '03, but with the looming Italian Lepanto and the very vulnerable BUL there for the gleaning, can it happen? But for the impending French invasion of Britain, the Brits could've been in position to cashier the Russian capital to complete the sweep.

TROOP MOVENTS

AUS: (Rick Copeland) A Ser-Rum, A Tri-Ser, F Gre H, A Bud S A Ser-Rum, A Gal-Ukr;
ENG: (Jack Shacklett) A Swe H, F Bar-Nwg, F Ska S A Swe, [F Nth-Lon];
FRA: (Kevin Wilson) [A Mar-Bur], [A Bel-Bur], F Mid-Iri, F Eng C A Pic-Lon, [A Pic-Lon], F Lyo H;
GER: (Rudy Zodda) [A Den-Swe], A Hol H, F Bal S A Den-Swe, A Sil-Pru, A Ruh S A Hol;
ITA: (Ron Fisher) A Apu H, A Nap H, F Ion-Eas, F Tyn-Ion;
RUS: (Dave Anderson) A Ukr-Sev, A Mos S A Ukr-Sev, [F Bla-Bul(ee)], F StP(ee) H;
TUR: (Cary Nichols) [A Rum H/r-???], [A Ank-Con], [F Con-Bul(ee)], [A Arm-Ank].

Orders in brackets fail;otb = off the board, r-??? = must retreat somewhere. See map and full transcript of game on the Website.

Turkish A BUL must retreat either otb or to GAL.

SUPPLY CENTERS:

AUS: Bud Tri Vie Gre Ser +Rum	(6) Build 1
ENG: Edi Lon Lpl Nwy +Swe	(5) Build 1
FRA: Bre Mar Par Bel Por Spa	(6) Even
GER: Ber Kle Mun Den Hol	(5) Even
ITA: Nap Rom Ven Tun	(4) Even
RUS: Mos Sev StP War	(4) Even
TUR: Ank Con Smy Bul	(4) Even*

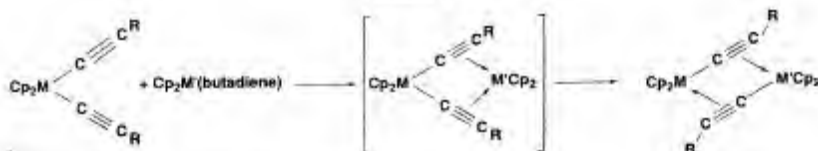
* May BUILD 1 if A RUM r-otb.

Orders for builds/tears and for Spring 1903 are due next time.

EMBASSY BEAT

A-E. Admiral Jack! It is opera season now. How about having your tourists sail up the Rhine, entrain to the Danube, and thence by boat to lovely Vienna? That way they would avoid all those nasty piratical French fleets.

Scheme 4





ERRATA: Austrian A MIL and Venetian A MOD may also retreat into garrison.

Ragnoicitti: Austria has abandoned its homeland to the untender mercies of the Turk and is now essentially a naval power. Venice moves in to finish off Milan. Pope Dave recaptures his eastern naval base and the French edge ever eastward and into the northern Med.

TROOP MOVEMENTS:

Austrian A MIL retreats to garrison. Turkish F IS retreats to PAL. Venetian A MOD retreats oth. Austria (26d) maintains all but A SLA, G MIL & F TYR (-18d) and builds G Sar, G Mes (-6d). France (32d) maintains all (-24d), builds A AVI (-3d), and donates 1d to Turkey. Milan (5d) NMR. Papacy (30) maintains all (-15d). Turkey (29+1d) maintains all but G TUN (-21d) and builds A ALB and HUN (-6d). Venice (15d) maintains all (-15d).

AUSTRIA (Wilson, 3d): F Tun-CM, F IS S F Bari-Otr, F TS S F Mes-Pal, F Bari-Otr, F Mes-Pal, F Sar-Cor, [G Mes = F], G Sar = F Sar;

FRANCE (Scott, 3d): A For-Mod, F Mod-LS, F Nap-GoN, A Como S A Mil, A Mil B, A Swi S A Avi-Tur, F Mar-GoL, A Sav-Gen, A Avi-Tur;

MILAN (Cole, 5d): No units.

PAPACY (Anderson, 15d): F Pisa H, A Bol H, A Aqu-Anc, A Urb S A Aqu-Anc, [F Ven-UA];

TURKEY (McConnell, 3d): A Car S A Aus-Carin, A Fri S A Carin-Ver, F Dal S F LA-UA, A Carin-Ver, F LA-UA, [F Otr-Mes]r-???, A Aus-Carin, [F Pal S F Otr-Mes]r-???

VENICE (Nichols, 0d): A Man-Fer, F Dur-Alb, A Tre H, A Pad S A Man-Fer, [F Anc-UA];

Autonomous: Luc, Man, Mon, Pio, Ste.

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nao = not so ordered, nau = no such unit, oth = off the board, otm = on the move, r-??? = must retreat oth or elsewhere.

Turkish F OTR must retreat oth or to SAL. Turkish F PAL must retreat oth, g, or CM. Venetian F ANC must retreat oth or into garrison.

Orders for Summer 1516 are due next time. And Press. Ms Nar craves Press. Game transcript and a game map are on the website.

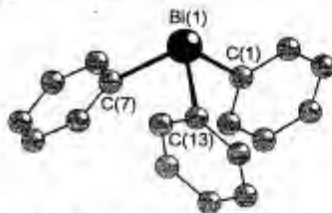


Figure 1. Molecular structure of Ph_3Bi .⁸²



SOME SPEAK?

JOSEPHUS: Josephus' arms shot into the air-the crowds roar still ringing in the dusty circus. "I did it! Cart in one peice, whole team of horses-I gotta get a raise now-maybe I'll even get my freedom. Comicus must have made a fortune off this."

Later, while rubbing down the horses before he scraped the cart wheels he complained to another nearby slave: "I can't beleave they don't pay off for third place! And I was so close! Hell, in NASCAR they get paid just for starting a race! No wonder Rome's going downhill fast...third place and I don't get squat, just isn't fair..."

Not a bad race-made a few dumb mistakes-I'm thinking this game plays better FTF than by-mail but its kinda neat that way too. BIG cheer to Rich!!!

DAVIDUS: Romans, Countrymen! Lend me your ears and used chariot parts.

GM: Not a very well run race. The only heavy in the pack showed an initial reluctance to attack when he had the best opportunity to cripple the leaders, then went NMR for most of the race. Three others also abandoned the race, two resulting in fatal corner flips. One chariot ran out of endurance (in a curve no less) after only two laps and another would have also but for a question from the GM. Josephus, Sprinticus' only real speed rival, finished a half lap behind. It wasn't even close.

SoC

We Begin!

Set Up

E

The Cast:

R Fisher P Zieske M Scott K Wilson R Copeland

Set Up:

Fisher (F): Settlement @ e3/f3/e4, road e3/e4.
 Zieske (Z): Settlement @ d2/d3/e3, road d2/d3.
 Scott (S): Settlement @ d6/e6/e7, road e6/e7
 Wilson (W): Settlement @ f5/f6/g5, road @ f5/f6
 Copeland (C): Settlement @ d3/d4/e4, road @ d3/d4.
 Copeland: Settlement @ f3/g2/g3, road @ g2/g3; collects 1 brick, 2 grain.
 Wilson: Settlement @ b4/c4/c5, road @ c4/c5; collects 1 grain, 1 lumber, 1 ore
 Scott: Settlement @ e4/f4/e5, road @ e4/f4; collects 1 brick, 2 grain
 Zieske: Settlement @ h2/g3/h3, road g3/h2; collects 1 brick, 1 grain, 1 wool
 Fisher: Settlement @ c3/b3/c4, road b3/c3; collects 1 lumber, 1 grain, 1 brick

Rolls for Turns 1.1-2.1:

F: 12 Z: 3 S: 4 W: 5 C: 8 F: 11

Map is on p 13.



BRITANNIA

"Devon"
Turn XIV



The Cast:

Blue: Kevin Wilson
Purple: Rudy Zodda

Green: Rick Copeland
Red: Peter Boyum

Board

Welsh (2): 3A @ March; 2A @ Gwent, Gynnedd; 1A @ Clywd, Cornwall, Devon, Powys.
Brigantes (2.5): 3A @ Pennines; 2A @ Dunedin, Lothian, Strathclyde; 1A @ Galloway, Mar.
Picts (1.5): 3A @ Skye; 2A @ Alban, Dalraida; 1A @ Hebrides.
Caledonians (2.5): 2A @ Caithness, Orkneys.
Irish (2.5): 4A @ Hwicce; 1A @ Avalon.
Norsemen (1): 2A @ Moray.
Dubliners: 3A @ Irish; 2A @ Cheshire, Cumbria, Dyfed.
Danes (2.5): 6A, Sweeney/Canute @ Frisia, 3A @ Bernicia; 2A @ N Mercia, Norfolk, York; 1A @ Essex, Kent, Lindsey, S Mercia, Suffolk.
Jutes (0.5): 2A @ Sussex.
Saxons (0): 2A @ Wessex; 1A, Edgar @ Downlands.

Score: Green 104.5, Red 79.5, Blue 52, Purple 44.5.

Caledonians (2.5): Grow 1 pp. Add 1A @ Caithness. Hold. Overpopulated. Loses A Caithness.

Irish (2.5): Grow 2 pp. Add 1A @ Hwicce. 3A @ Hwicce-S Mercia (6.5, 1.5 - 1 Irish, -1 Dane).

Norsemen (1): Grow 0.5 pp. Hold.

Dubliners: Grow 3 pp (but nothing in force pool). 3A Irish-Strathclyde (5.5, 1.3, 1 - 2 Brigs). 2A Cumbria-Galloway (5.2, 2 *), 1A Cheshire-Cumbria.

*Brigante may retreat to Lothian

Board

Welsh (2): 3A @ March; 2A @ Gwent, Gynnedd; 1A @ Clywd, Cornwall, Devon, Powys.
Brigantes (2.5): 3A @ Pennines; 2A @ Dunedin, Lothian; 1A @ Galloway*, Mar.
Picts (1.5): 3A @ Skye; 2A @ Alban, Dalraida; 1A @ Hebrides.
Caledonians (0.5): 2A @ Caithness, Orkneys.
Irish (2.5): 2A @ Hwicce, S Mercia; 1A @ Avalon.
Norsemen (1.5): 2A @ Moray.
Dubliners (0): 3A @ Strathclyde; 2A @ Dyfed, Galloway*; 1A @ Cheshire, Cumbria.
Danes (2.5): 6A, Sweeney/Canute @ Frisia, 3A @ Bernicia; 2A @ N Mercia, Norfolk, York; 1A @ Essex, Kent, Lindsey, Suffolk.
Jutes (0.5): 2A @ Sussex.
Saxons (0): 2A @ Wessex; 1A, Edgar @ Downlands.

Score: Green 104.5, Red 79.5, Blue 52, Purple 44.5.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Current map and game transcript can be found on the website.



BRITANNIA

"Frisian"

Turn IV



The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): Romans, (R-Bs, Norsemen, Norwegians)

B (Anderson): Welsh, (Jutes, Normans)

C (Butitta): Brigantes, Caledonians, (Danes)

D (Boyum): Picts, Irish, (Angles)

E (Frueh): *Belgae*, (Scots, Saxons, Dubliners)

Not:

Romans (A): 3L @ Channel, 2L.F @ Alban; 2L @ Hwicce; 1L.F @ Essex, Dunedin; 1L @ Pennines; F @ Avalon, Bernicia, Cheshire, Kent, Landaey, Lothian, March, N Mercia, Norfolk, S Mercia, Suffolk, Sussex, Wessex.

Welsh (B, 0): 3A @ Downlands; 2A @ Gwent, Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwynedd.

Brigantes (C, 0.5): 3A @ Strathclyde; 1A @ Cumbria, Galloway;

Picts (D, 0): 2A @ Caithness, Mar; 1A @ Dalriada, Moray, Skye;

Caledonians (C, 0): 2A @ Orkneys; 1A @ Hebrides.

Irish (D, 0): 3R @ Atlantic.

Scots (E, 0): 1R @ Irish.

Jutes (B, 0): 2R @ Channel.

Saxons (E, 0): 3R @ Channel.

Angles (D, 0): 3R @ Frisian.

SCORE: A(24), C(13), E(8), B(2), D(0)

Welsh (0): Grow 5 pp. Add 1A Clywd. 2A Clywd-Cheshire [4,1:2,5; 1:2,6 -2 Welsh], 1A Powys-Chwyd.

Brigantes (C, 0.5): Romans allow growth of 2.5. Add 1 A @ _____. Hold.

Picts (0): Grow 2.5 pp. Hold.

Caledonians (0): Grow 1 pp. Hold.

Not:

Romans (A): 2L @ York; 1L.F @ Bernicia, Cheshire, Essex, Kent, S Mercia, Suffolk; 1L @ Hwicce, Pennines; F @ Alban, Avalon, Dunedin, Lindsey, Lothian, March, N Mercia, Norfolk, Sussex, Wessex.

Welsh (B, 2): 3A @ Downlands; 2A @ Gwent; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwynedd, Powys.

Brigantes (C, 0): 3A @ Strathclyde; 1A @ Cumbria, Galloway;

Picts (D, 2.5): 2A @ Caithness, Mar; 1A @ Dalriada, Moray, Skye;

Caledonians (C, 1): 2A @ Orkneys; 1A @ Hebrides.

Irish (D, 0): 3R @ Atlantic.

Scots (E, 0): 1R @ Irish.

Jutes (B, 0): 2R @ Channel.

Saxons (E, 0): 3R @ Channel.

Angles (D, 0): 3R @ Frisian.

SCORE: A(24), C(13), E(8), B(2), D(0)

Current map and game transcript can be found on the website.



DUNE

Turn 4 Bidding-Turn 5 Spice Blow



The Board:

ATREIDES (Nichols): 5T @ Arrakeen, 2T @ Cielago North, 3T @ Broken Land, 10R, 1S, 1C
BENE GESSERIT (O'Hara): 1T @ Carthag, Cielago North, Tucks Sitch, Imperial Basin, Minor Erg, 9S, 15R, 1C

BENE TLEILAXU (Buttitta): 0S, 4C, Tr @ Habbanya Ridge Sitch

FREMEN (Barrett): 5T @ Sitch Tabr, 1T, 1* @ Hagga Basin, 6S, 1C

GUILD (Anderson): 6T @ Tuek's Sitch, 14R, 17S, 2C

HARKONNEN (Wilson): 5T Carthag, 10R, 5S, 4C

LANSSAAD (R Fisher): 4T @ Minor Erg, 15R, 2S, 4C

Spicer: 2S @ Hagga Basin, Broken Land (8), Oh Gap (6).

Storm: Sector 1

Tanks: Lady J, Otheym, Thufir Hawat, B Rabban, A 3T, F 11T&2*, H 5T, L 5T, I BG

TURN 4

4.3 Bidding: BG collect 2S. There are five cards available. BT gives a card to G and to H.

#1: G bids 4S, H bids 2S. A & BT bid 1S. G gets _____ (-4S). G is full.

#2: H & F bid 2S. A & BT bid 1S. F gets _____ on Spice tie-break (-2S)

#3: H & F bid 2S. A & BT bid 1S. H gets _____ & _____ on Spice tie-break (-2S).

#4: F bids 2S. A, BT & H bid 1S. F gets _____ (-2S). F is full.

#5: A, BT & H bid 1S. H gets _____ on Spice tie-break (-1S). H is full.

4.4a Revival: L revives 3T for free. F revives 2T & 1* for free. A & H revive 2T for free. BG revives 1T for free.

4.4b Shipping: Ship 1T reserves to Arrakeen (1S to G).

4.4c Movement: A moves 2T Cielago North to False Wall West(17) [can't move through the Storm].

4.5 Battle: None.

4.6 Spice Collection: A collects 8S at Broken Land. F collects 2S at Hagga Basin. A & H get 2S for Arrakeen and Carthag, respectively. G gets 1S For Tuek's Sitch.

5.1 Storm Round: Storm moves 1 sector to Sector 2. The next Storm chit is ____.

5.2 Spice Blow: There is a Spice Blow in Habbanya Erg (8); Shal Halud appears at Oh Gap destroying the 6S there. We have another Nexus.

Due next time are your orders for Turn 5 Nexus. Ms Nar craves Press. Transcript and map are posted on the website.

Your cards are:



TITAN

Combat!
Turn 10



COMBAT: Trident (attacker) vs Frog (Defender) at 33.

SLAIN THIS TURN: Nothing.

THE BOARD:

Brown (Fruch), 6-4, 0 VP, dr=2: Spider 138-136; Antlers 106-104; Bearpaw 11-109; Tankard 102-142.

Blue (York), 6-4, 0 VP, dr=3: Batman 126-123; Trident 33 (Combat); Candle 30 holds; Anchor 123-120; Twister 122-119.

Red (Bargender), 8-4, 204 VP, dr=3: [Orders sent for a Roll of "8"; GM moves a legion at random]. Bleeding Heart 38-35; Maltese Cross 10 holds.

Green (Rezzarday), 6-4, 54 VP, dr=1: Dagger 115 holds; Hook 115-300; Fleur-de-Lis 35 holds; Harp 131-130; Frog 33 (Combat).

MUSTERED: Behemoth, Centaur, Cyclops, Gorgon, Troll.

COMBAT: Trident (Attacker) vs Frog (Defender) continues at 33. Bleeding Heart (Attacker) vs Fleur-de-Lis (Defender) at 35; Green enters on the top right edge.

FORCE POOL: Archangels (6), Angels (15), Behemoths (16), Centaurs (4), Colossi (10), Cyclops (9), Dragons (18), Gargoyles (7), Giants (18), Gorgons (20), Griffons (18), Guardians (6), Hydra (10), Lions (23), Minotaurs (21), Ogres (9), Rangers (26), Serpents (10), Trolls (18), Unicorns (12), Warbears (21), Warlocks (5), Wyverns (18).

DEAD POOL: Centaurs(10), Cyclops(9), Gargoyles(7), Lion(2), Ogres(8), Titans(2), Trolls(5).

Your Turn 11 die roll is: _____. Current masterboard and game transcript are on the website.

Your Legions are:



FRUEH IS FOUND

FiF

SR 1 (conc) & OR1

PLAYER STATUS: (*Denotes Presidency)

Zodda: \$110, SVNRR, D&H, 3 NYNH&H* <Priority>

Hanna: \$34, C&A, 1 PR, 2 NYNH&H, 1 C&O

Bolduc: \$165, B&Opc, 2 B&O*, 1 NYNH&H

Copeland: \$0, M&H, 5 C&O*

Zieske: \$85, C&SL, 5 CP*

SR #1 Conclusion:

Zodda, Hanna, Bolduc, and Copeland pass.

Zieske buys 1 CP for \$71, CP Floats!

All pass, priority card remains with Rudy Zodda.

OR1:

Private Company distributions: +\$20 Zodda, +\$25 Hanna, +\$30 Bolduc, +\$20 Copeland and +\$10 Zieske.

NYNH: Lay tile #1 in F20(sw), no train or run - stock falls to B82, Buy 1-"2" train for \$80, treasury = \$900-\$80 = \$820

C&O: Lay tile #8 in G5(w), no train or run - stock falls to E67, buy 1-"2" train for \$80, treasury = \$710-\$80 = \$630

CP: Lay tile #7 in B18(nw) for \$80, no train or run - stock falls to E67b, buy 2-"2" trains for \$160, treasury = \$710-\$80-\$160 = \$470

PLAYER STATUS: (*Denotes Presidency)

Zodda: \$130, SVNRR, D&H, 3 NYNH&H* <Priority>

Hanna: \$59, C&A, 1 PR, 2 NYNH&H, 1 C&O

Bolduc: \$195, B&Opc, 2 B&O*, 1 NYNH&H

Copeland: \$20, M&H, 5 C&O*

Zieske: \$24, C&SL, 6 CP*

CORPORATE STATUS:

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
NYNH&H	RZ	B82	90	4	0	820	2	G19, 1
C&O	RC	E67a	71	4	0	630	2	F6, 2
CP	PZ	E67b	71	4	0	470	22	A19, 3
B&O	PB	A100	100	8	0	---	--	(115), 3

The Bank has \$9,652

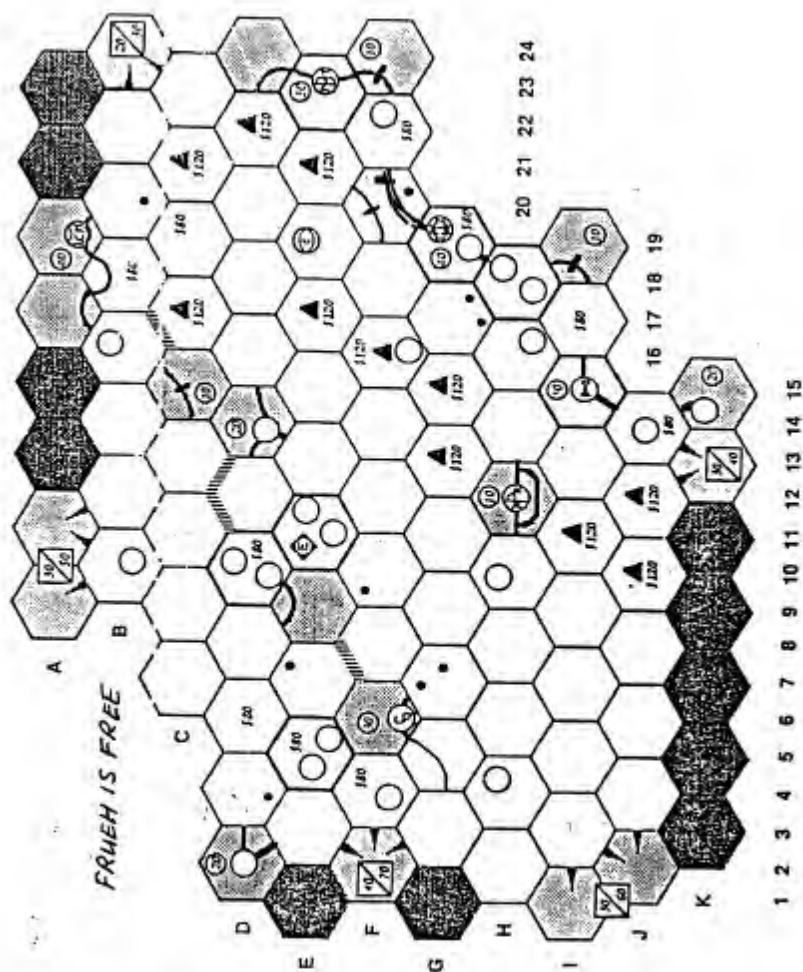
AVAILABLE TRAINS: 22 33333 4444 555 66 DDDDDD

AVAILABLE TILES:

Yellow: #1(0), #2(1), #3(2), #4(2), #7(3), #8(7), #9(7), #55(1), #56(1), #57(4), #58(2), #69(1)

Due immediately - stock round #2 orders by Rudy Zodda - send to all players, followed by Chuck Hanna. I am going to start a strict 2-day deadline for stock round orders - if not received - you will pass and the next player will be notified and clock started. If you anticipate that you'll be away, please send me your general stock round orders and intentions. If we get a radical orders (ie. you own 6-shares of NYC and sell 4 of them to buy another company - I may halt the round to draw attention to this move.) Please e-mail me if you have any questions. Also, bug me, if I don't respond

too quickly.



Down with the King

COURT BALL!

Turns 16-17



The Cast:

D&D Anderson: Lord Jeffrey (#23), DEAD, 2 IP, 16/9 PP, 6 cards, #61, #51, #24(MC,H)
A. Bargender: Duke James (#22, MC), 20 IP, 44/26 PP, 12 cards, #52(H) #12(H) #32, Catherine
Copeland: Marquise Margaret (#56), DEAD, 3 IP, 37/0 PP, 1 card, #15, #46, #54, #31, #53, #44,
Jane, #65.
Fowble: Lord Robert (#16/62), 11 IP, 53/17 PP, 8 cards, #13(H), #45, #21(H), #11, #26, Almey,
#35, #43, #34, #33, #66, #36, King John, Alfred.
York: Duchess Mary (#64), 0 IP, 33/23 PP, 12 cards, #63(H), #14, #42(H).

The Cabinet:

Monarch: King John, Ro (50 Support)	Consort: <Vacant>
Navy: Lord Arthur (#36)	High Minister: Duke Henry (#43), Ro
State: Earl Duncan (#34), Ro	Army: Earl Francis (#33), Ro, I
Trade: Duke Marley (#44), Mt	Justice: Knight Dale (#25)
Epalin: <At War>	Beazyan: Sir Michael (#15), Je
Sandarkan: Sir Guy (#12), Ja	Cronos: Lord Perceval (#41)
City States: Sir Richard (#14), My	Treasury: Knight Simon (#31), Mt

Turn 16 (continued):

5. Player Turns:

James: Drew a card, 1 IP, Gain 1 IP. Roll on the Craft Table (5+2 = Ordinary; Roll again, 9+2 =
Well Known and Respected + 5 IP & 5 PP). Court Catherine's Favor,
Margaret: DEAD. Loses turn.

Turn 17:

- 1. Player Order:** Robert, Mary, James, Margaret, Jeffrey
- 2. Office:** N/A
- 3. Political Problem Resolution:** Foreign War by Earl Francis (skill = 2: 4 -1(Robert) -1(Army)
-1(State) = 1, Solved. Monarch's support goes up to 60.
- 4. Crown Event:** Court Ball: Robert (9+2 = Monarch Notices Your Exceptional Charm +4 PP, +1
drm), Mary (10 = Monarch Notices Your Exceptional Wit +3 PP, +1 drm), James (7 = 1, Margaret (11
= Monarch Notices Your Exceptional Charm +4 PP, +1 drm). Mary and Margaret may Counsel the
Monarch during their player turns.
- 5. Player Turn:** You drew #__ loyalty, __ opportunity, & __ card.

Due next time are orders for modification to James' Favor attempt and for Player Turn 17.

The Cabinet:

Monarch: King John, Ro (60 Support)	Consort: <Vacant>
Navy: Lord Arthur (#36)	High Minister: Duke Henry (#43), Ro
State: Earl Duncan (#34), Ro	Army: Earl Francis (#33), Ro, I
Trade: Duke Marley (#44), Mt	Justice: Knight Dale (#25)
Epalin: <At War>	Beazyan: Sir Michael (#15), Je
Sandarkan: Sir Guy (#12), Ja	Cronos: Lord Perceval (#41)
City States: Sir Richard (#14), My	Treasury: Knight Simon (#31), Mt

The Cast:

D&D Anderson: Lord Jeffrey (#23), DEAD, 2 IP, 16/9 PP, 6 cards, #61, #51, #24(MC,H)
A. Bargender: Duke James (#22, MC), 25 IP, 49/31 PP, 13 cards, #52(H) #12(H) #32, Catherine

**The Cast (in Tiebreak Order)**

GENOA (Copeland): 865, 8C, 4K, 40M, Gal-4

PARIS (Frueh): 884, 10C, 4K, 50M

BARCELONA (Butitta): 876, 10C, 3K, 40M, Gal-4

VENICE (Hannah): 864, 9C, 6K, 40M, Gal-4

Advances

I

R

There is a surplus of Metal and of Timber.

2.7: BID PHASE

G bids 4t. B bids 10t. V bids 14t. P bids 36t.

3.3: CARD PLAY PHASE

G (4t) plays "St. Benedict".

B (11t) plays "Stone" (G +89, P +84, B.V +81).

V (14t) plays "Walter the Penniless," without protection and "Pirates/Vikings." @ Bor (-1PC, +1PT).

P (36t) plays "Crusades" (+1PC @ Acr, +1 ML) and "Stirrups".

The Cast (in Turn 3 Order)

GENOA (Copeland): 865, 8C, 3K, 40M, Gal-4, 4t

BARCELONA (Butitta): 876, 10C, 2K, 40M, Gal-4, 11t R

VENICE (Hannah): 864, 9C, 4K, 40M, Gal-4, 14t

PARIS (Frueh): 884, 10C, 2K, 60M, 35t

Advances

I

THE BOARD:

B: C @ Alg Basq BAR Fez Gra Lis Mon Ora Sev Tol Val; 1T @ Ora.

G: C @ GEN Lyo Mar Mil Nap Rom Tri Tun.

P: C @ Acr Basl Bru Col Dq Nur PAR Pra StM Str; 1T @ Bor.

V: C @ Bel Bud Cre Dub Flo Salo Sic VEN Vic.

Due next time are orders for Purchase & Expansion phases. Your cards are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token

See website for transcript and map.





AIR BARON

"Boston"

Turn 3



The Cast

Rick Copeland: Hindenburg Lines (Orange), 97, BWI, CLE, PHL

Cary Nichols: TransCon Air (Green), 84, ELP, ABQ, TUS (PHX), 40 MS

Rudy Zodda: Trans Tucan (Red), 99, MCO, TPA (MIA), MSY, 30 MS

Paul Barrett: Barrett Airline Retro Transportation (Purple), 81, MEM, CLT, STL

TURN 3:

BART is out of fare wars, draws ELP (\$2 to TCA) and TUS (\$1 to TCA), buys OKC (-\$1).

TCA is out of fare wars, draws ATL (\$3 to BART) and PHL (\$6 to HL), buys MCI (-\$3).

HL is out of fare wars, draws STL (\$9 to BART) and BWI (\$4 to HL), buys BOS (-\$9).

TT is out of fare wars, draws CLE (\$3 to HL), JFK (\$3 to HL), buys CVG (-\$4).

TURN 4:

Player Order: TT (PHL, BWI), BART (MIA, ATL), HL (CLE, MCO), TCA (TUS, DCA).

Due next time are your orders for Turn 4.

The Cast

Rick Copeland: Hindenburg Lines (Orange), 811, BWI, CLE, PHL, BOS

Cary Nichols: TransCon Air (Green), 84, ELP, ABQ, TUS (PHX), MCI 40 MS

Rudy Zodda: Trans Tucan (Red), 85, MCO, TPA (MIA), MSY, CVG 30 MS

Paul Barrett: Barrett Airline Retro Transportation (Purple), 812, MEM, CLT, STL, OKC



Source of the Nile

Turn 23



The Cast:

Dan Farrow (dropped) Jason Bargender Ron Fisher (dropped?)

Andrew York Don Chinnery D&D Anderson

Previously Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z19.

G24 (jungle, river from 3 to 8), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), M10 (the Kimbundu) in G22, L15 (the Bagaza) in J19, M36 (the Ruanda in J18, M37 (the Maleonde) in I22.

Published this Time: P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), M1 (the Ankan) in P2, FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), M24 (the Gadami) in FF7, and S2 (the Ngubane) in GG5.

Positions still available for fearless explorers. Contact Alan Bargender if interested.



HISTORY OF THE WORLD

"PRIAM"

Epochs IV-V



The Cast

Rudy Zozda (Black)
Paul Zieske (Purple)

Wayne Morrison (Orange)
Kevin Wilson (Green)

Dave Anderson (Red)

EPOCH IV (continued)

BOARD:

BI: Yel(2,C,f); **BII:** Cre(c,f), Pyr, WAn; **BIII:** Nub, Pal; **BIV:** Yan(C), ...; **BVII:** Sib(c,f).
GI: CAm(2,C); **GII:** Wei(3,f,C,GM); **GIII:** Lib, Nul(GM), Ptn(c,BM), Sha(c).
OI: Mor(2); **OII:** Cau; **OIII:** Cey, EGh, GaD(C,f,OM), Mal, Mek, SiK, Sum, WGH; **OIV:** Dan, NAp, SApt(c,GM); **OVI:** UN(c,f).
RI: Lin(C,F,Commerce), Mad, PSD, SAF; **RII:** Bal(2), EAn, Hin, Uln(PM); **RIII:** Lev(OM), LT(c,RM), MT(PM), UTI, Zag(C,RM).
PI: Gol(c,f); **PII:** GaV, Irr, Sze; **PIII:** Che, GPC, Mon; **PIV:** Alb(GM), Bal, CMa, CEu(PM), Dnl, NGa, PP(RM), Tar, Tur, WSt.
Fleets: Bla(B), BoB(O), EMS(G), WMS(G).

SCORE (VP/SP): O(83/31), P(81/31), B(60+/38), G(67/36), R(51/28).

TANG DYNASTY (A): Play "Disaster at Mountains" @ Zag (-RM,C +c), "Empire Revives (3)" (+2BII @ Crete, 1BII @ WAn), 1A,C,BM @ Yan (1GI r-Wei, 1A @ GPC (4,2:3 -1PIII), Che (4,1:2 -1PIII), SiK (6,6:3 -1OIII), 1F @ SCS, 1A @ Ein, Mek (3,2:2,2 -1OIII), 2A @ Irr (2,2:6; 5,2:4 -1BIV), 1A @ GaD (4,3:2+1,1 -1OIII,C,f +c), Mal (5,2:4 -1OIII). VP = 60 + C(2x2) + c(2) + M(1 + 1x2) + S(2) + Mid E(P=3) + N Afr(P=2) + China(D=6) + India(P=3) + S Eur(P=3) + SE Asia(D=4) = 92.

ARABS (K): Play 1A,C,RM @ Ara, 1A @ Nul (6,5:5 -1GIII), 3A @ Nub (5,3:6; 3,3:5; 4,4:4; 6,2:5 -2RIV, -1BII), 1A @ UNI (5,4:4 -1OVI,c), 1F Red, 1A @ Lib (5,3:1 -1GIII), 5A,f @ Sha (4,4:5; 2,1:2; 2,1:4; 3,1:5; 2,2:3; 6,3:5 -4RIV, -1GIII,c), "Surprise Attack", 3A @ Sib (2,2:3; 5,4:6; 6,3:2 -1BVI,f), 1A @ Wb. VP = 60 + "Commerce"(1), C(2x2) + c(2) + M(2x2 +4) + S(1) + Mid E(D=6) + N Afr(C=6) + India(P=3) + S Eur(P=3) = 95.

KHMER (G): Play "Kingdom" @ Hig (+1GII,c,f), "Jewish Revolt" @ Pal (6,3:2 -1BIII,+1GII,c,f), 1A,C @ Mek (1BIV r-Irr), 1F @ SCS (5,3:1 -1BF), 1A @ Mal (5,4:4), Che (5,1:5,3; 6,5:5,2 -1BIV), Ein (6,6:6,1; 5,2:5,2; 6,2:6,3 -1GIV). VP = 67 + C(3x2) + c(3) + M(2x2 +1) + SC(3) + Mid E(P=3) + China(P=3) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) = 97.

SCORE (VP/SP): G(97/41), R(95/46), B(92/38), O(83/31), P(81/31).

BOARD:

BI: Yel(2,C,f); **BII:** Cre(3,c,f), Pyr, WAn(2); **BIV:** Ein, GaD(c,OM), GPC, Irr(2), SiK, Yan(C).
GI: CAm(2,C); **GII:** Hig(c,f), Pal(c,f), Wei(3,f,C,GM); **GIII:** Ptn(c,BM); **GIV:** Che, Mal, Mek(C,GM).
OI: Mor(2); **OII:** Cau; **OIII:** Cey, EGh, Sum, WGH; **OIV:** Dan, NAp, SApt(c,GM).
RI: Lin(C,F,Commerce), Mad, PSD, SAF; **RII:** Bal(2), EAn, Hin, Uln(PM); **RIII:** Lev(OM), LT(c,RM), MT(PM), UTI, Zag(c); **RIV:** Ara(C,RM), Lib, Nul(GM), Nub, Sha(f), Sib, UNI, Wb.
PI: Gol(c,f); **PII:** GaV, Sze; **PIII:** Mon; **PIV:** Alb(GM), BSb, CMa, CEu(PM), Dnl, NGa, PP(RM), Tar, Tur, WSt.
Fleets: Bla(B), BoB(O), EMS(G), Red(R), SCS(G), WMS(G).

EPOCH V:

Orange holds. Purple holds. Black passes to Red. Red passes to Green. Green must pass to Black.

FRANKS (Q): Play "Weaponry", IAC @ NgA (1PIV r-CEu), WGa, Cma (6+1.1:1 -1PIV), Pyr (2+1.2:6.5; 5+1.2:4.1 -1OV, -1BII), Sib (3+1.1:5; 2+1.2:2 -1RIV), 1F @ WMS (5+1.4:2 -1GF), Sha (4+1.4:2+1 -1RIV), LRh. VP = 83 + C(1x2) + c(1) + M(1) + S(2) + N Afr(P=2) + India(D=6) + S Eur(D=6) + N Eur(D=4) + SE Asia(P=2) + Eurasia(P=1) = 110.

VIKINGS & HOLY ROMAN EMPIRE: No show.

<HOLA (Q): Play "Empires Fortify" (f @ Pin, Mek, Che), IAC,GM @ EGh (1OIII r-Cey), 3F @ BoB (2,1:6; 2,1:2; 1,1:2; 6,5:2 -2GF, -1OF), 1A @ WDe, UIn (6,4:2 -1RII), EDe, GaD (5,1:5; 6,3:3 -1BIV), VP = 97 + C(4x2) + c(3) + M(3x2 +3) + S(3) + Mid E(P=2) + India(D=6) + China(P=3) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) + N Am(P=1) = 139.

Fujwara (RM): IAC,f @ Hok, 1F SoJ.

SHANG DYNASTY (R): Play "Famine" in China (-2GII @ Wei, -1BI @ Yel), IAC @ Sze (-1PII), 1A @ Yan (6,2:1 -1BIV,C +c), 1A @ Wei (5,5:1+1 -1GII,f,C +c), 2A @ Yel (2,1:5+1; 4,1:1+1 -1RV, 1BI,f,C +c), Tar (3,1:1 -1PIV), 2A @ Tur (5,1:6; 6,4:2 -1RV, -1PIV), forfeit 1F. VP = 95 + "Commerce"(1), C(4x2) + c(5) + M(2x2 +4) + S(2) + Mid E(D=4) + N Afr(D=4) + India(P=3) + China(D=6) + S Eur(P=3) + Eurasia(P=1) = 140.

SELJUK TURKS (B): 1A @ Tur (1RV r-Tar), Hin (6,6:4,1 -1RII), PPI (6,1:5 -1RIV), 2A,BM @ Zag (4,1:5; 6,3:3 -1RII,c), 1A @ EAn (6,5:5 -1RII), Lev (6,2:3 -1RII), Pal (5,4:4+1, 6,1:4+1 -1GII,c,f), 2A @ Nil (3,1:4; 6,4:3 -1RIV), Ara (5,1:5; 6,6:1 -1RIV,C +c), LTJ (5,4:2 -1RII,c), VP = 92 + c(2) + M(1x2 +5) + S(1) + Mid E(D=4) + N Afr(P=2) + India(P=3) + China(P=3) + S Eur(P=3) + SE Asia(P=2) + Eurasia(P=1) = 120.

MONGOLS (P): Play "Crusade" Pal (2+1.1:6,4; 6+1.5:5,1 -1PII,1BV +c,f), Nil (3+1.1:4; 4+1.1:1 -1BV), "Disaster by Sea" @ Mek (-C,GM,f +c), 1A @ Mon (-1PII), 2A @ GPC (3,2:5,3; 6,4:5,2 -1PV,1BIV), 2F @ SoJ (2,1:3; 6,3:4 -RF), 1A @ Hon, 3A @ Hok (3,1:2+1; 3,1:6+1; 1,1:3+1; 6,2:5+1; 6,6:2+1 -2PV,1RII,f,C +c,PM), 1A @ Wei (6,4:6; 4,1:4; 3,3:3; 6,1:3 -1RV,c), 1A @ Tar (6,2:4; 2,1:2; 4,1:3 -2RV), 3A @ Tur (3,1:4; 3,1:6; 6,4:2 -1BV), 1A @ PPI (5,3:4,1 -1BV), 2A @ Zag (5,1:6; 5,3:1 -1PV,1BBV), 1A @ MTJ (6,2:2 -1RII), EAn (5,1:6; 6,6:6; 3,2:6; 3,3:4 -3PV), VP = 81 + c(3) + M(5 +3x2) + S(1) + Mid E(P=2) + N Afr(P=2) + India(P=3) + China(P=3) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) + Eurasia(D=2) = 115.

<CORE (VP/SP): R(140/54), G(139/49), B(120/50), P(115/51), O(110/41).

BOARD:

BII: Cre(S,c,f), WAN(2); **BIV:** Ein, Irr(2); **BV:** Araic,RM), EAn, Hin, Lev(OM), LTJ(RM).
GI: Cam(2,C); **GII:** Hlg(c,f); **GIII:** Pinic,BM); **GIV:** Che, Mal, Mek(c); **GV:** EDe, EGh(C,GM), GaD(OM), UIn(PM), WDe.
OI: Mor(2); **OII:** Cau; **OIII:** Cey(2), Sum, WGH; **OIV:** Dan, NAp, SApic,GM); **OV:** Cma, NGa(C), Pyr, Sha, Sib.
RI: Lin(C,P,Commerce), Mad, PSD, SAF; **RII:** Bal(2); **RIII:** UT; **RIV:** Lib, Nub, UNi, Wib; **RV:** Sze(C),Yan(c), Yel(c).
PI: Golic,f; **PII:** QaV; **PIII:** Nil(GM), Pal(c,f); **PIV:** Alb(GM), BSb, CEu(PM), Dni, WSt; **PV:** GPC, Hoke(PM), Hon, Mon, MTJ(PM), PPI(RM), Tur, Tur, Wei(GM), Zag(BM).
Fleets: Bla(B), BoB(G), EMS(G), Red(R), SCS(G), SoJ(P), WMS(O).

EPOCH W:

Orange holds. Remaining order is Green, Black, Purple, Red."

Current transcript and map is on the website.

ON DECK



1830: Frueh, Zodda, Zieske

1836: Hanna, Zieske

1866: Hanna, Frueh, Zieske

1870: Zieske, Hanna, Frueh

BLACKBEARD: Zodda, A Bargender

BRITANNIA: Zieske

COLONIAL DIPLOMACY: Copeland, Nichols, Anderson, Boyum; need 3 more.

DIPLOMACY: Curtis, Summariell

GUNBLINGER: Scott, Fowble, R Fisher; need 4 more

JUNTA: Copeland, Dave A, Hanna, Butitta

KINGMAKER: R Fisher, Shacklett, Scott

KREMLIN: Zodda, Scott, Anderson, Barrett, Butitta

MACHIAVELLI (Gunboat): Have 3.

MAGIC REALM: Butitta, Deb A

MAHARAJA: Hanna, Zodda

MERCHANT OF VENUS: R Fisher, Deb A, Khaoz

PUERTO RICO: R Fisher, Butitta

RUSSIAN CIVIL WAR: Scott

SILVERTON: Zieske, Deb A

WIZARD'S QUEST: A&J Bargender, Farrow, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AFTER THE HOLOCAUST (*GM Fowble), GODSFIRE, KAMAKURA, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI.

* Offered by guest GM, when space is available.

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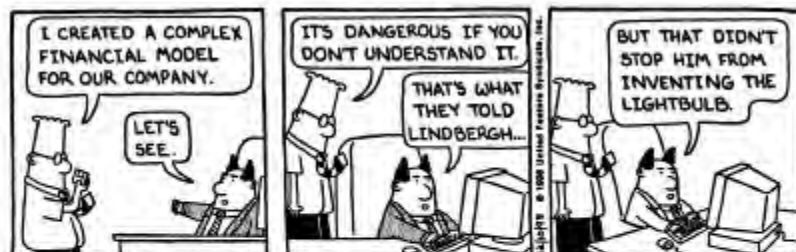
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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 7 MAY 04

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. **BORIS** is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". **BORIS** can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the **BORIS** Website at: <http://hometown.aol.com/prbolduc/boris/borishome.htm>



STELLAR CONQUEST

William T. Riker: Due soon are Turn 39 combat and adjustments to movement orders for Turn 40.

Kurzon Dax: Orders for Combat 10 and modifications to Turns 11-12 are due soonest.

BORIS THE SPIDER

c/o 283 Devon Ct

FUB, FL 32547-3118

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

TABLE OF CONTENTS

Addresses	pp 18-19
AGE OF RENAISSANCE	p 14
AIR BARON	p 15
BRTANNIA	
"Devon"	p 6
"Tristan"	p 7
CIRCUS MAXIMUS	p 5
DIPLOMACY	
"Boris XVI"	p 2
"Boris XVII"	p 3
MACBIAVELLI	p 4
DOWN WITH THE KING	pp 12-13
DUNE	p 8
1830	pp 10-11
HISTORY OF THE WORLD	pp 16-17
On Deck	p 18
SETTLERS OF CATAN	pp 5, 13
SOURCE OF THE NILE	p 14
STELLAR CONQUEST	p 19
TITAN	p 9

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